VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

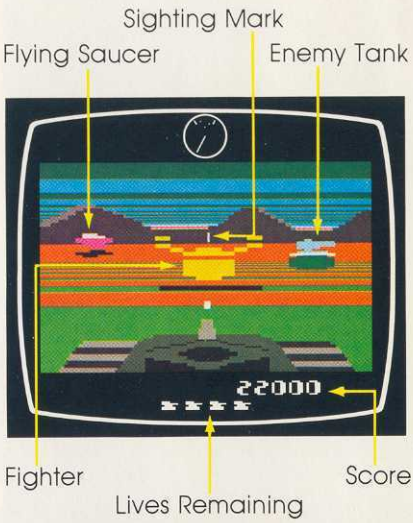
ATARI® 2600™

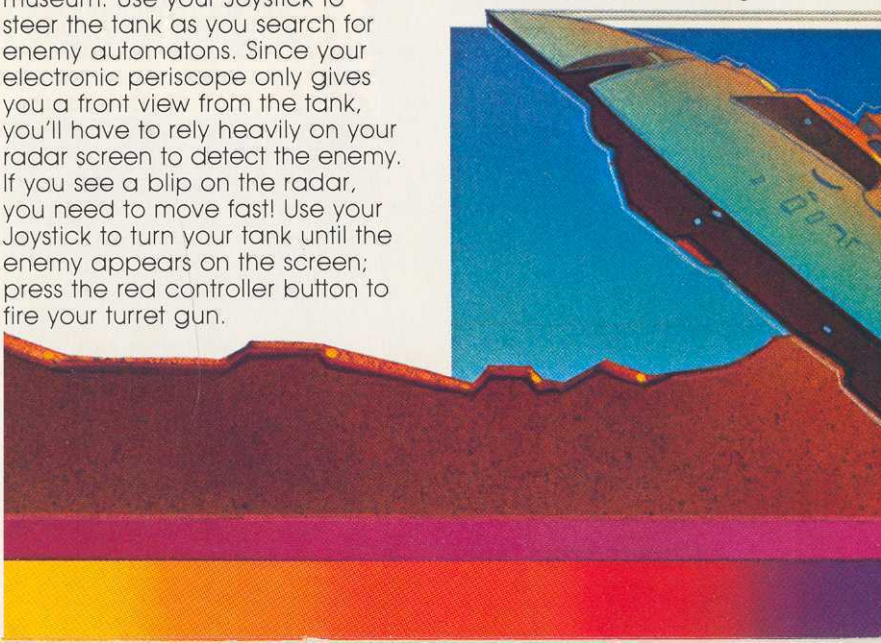
NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

GAME OBJECTIVE

The year is 1999, and the nations of the earth have declared a world-wide peace plan. But there is a problem with the proposed truce. A council of military commanders has unleashed battalions of automated weapons into the countryside. These aerial fighters, flying saucers, tanks, and supertanks will turn the world into a lifeless landscape unless you can stop them.

Luckily, you've discovered an old military tank hidden inside a museum. Use your Joystick to steer the tank as you search for enemy automatons. Since your electronic periscope only gives you a front view from the tank, you'll have to rely heavily on your radar screen to detect the enemy. If you see a blip on the radar, you need to move fast! Use your Joystick to turn your tank until the enemy appears on the screen; press the red controller button to fire your turret gun.





GAME PLAY

You have five tanks to complete your mission. Your tank will be destroyed each time it is hit by enemy fire.

The enemies you'll encounter are:

TANKS

Tanks are your most common enemy. They move a bit slower than your tank, and can be identified by their blue turrets.

SUPERTANKS

These look like regular tanks, but have yellow turrets and can move faster than your tank.

FIGHTERS

Fighters always appear directly in front of you, then zigzag toward your tank. When a fighter reaches point-blank range, it will veer to the side and fire an anti-tank shell directly at you. You can identify a fighter by the "buzz" sound it makes as it flies.

FLYING SAUCERS

Flying saucers do not fire at you, but are hard to hit and can distract you when a tank, a fighter, or a supertank is firing at you.

(**Note:** Colors may vary with different television sets.)

USING YOUR RADAR SCREEN

Your radar is located at the top center of the screen. Enemy automatons appear on the screen as white "blips"of light; your tank is located in the middle of the radar circle. The two lines at the top of the radar screen indicate your field of view. When you move your tank so an enemy "blip" is between the lines, you should be able to see the enemy on the main screen. Be careful, though! An enemy can shoot and destroy your tank—even if you can't see it on the main screen.

A black sighting mark is located at the top of the main screen to help you aim at the target. When the enemy is direcly in your line of fire, the sighting mark will change from black to white.

SCORING

TARGET	POINTS
Tank	1,000
Fighter	2,000
Supertank	3,000
Saucer	5,000
Bonus Tank	At 50,000 and 100,000 points

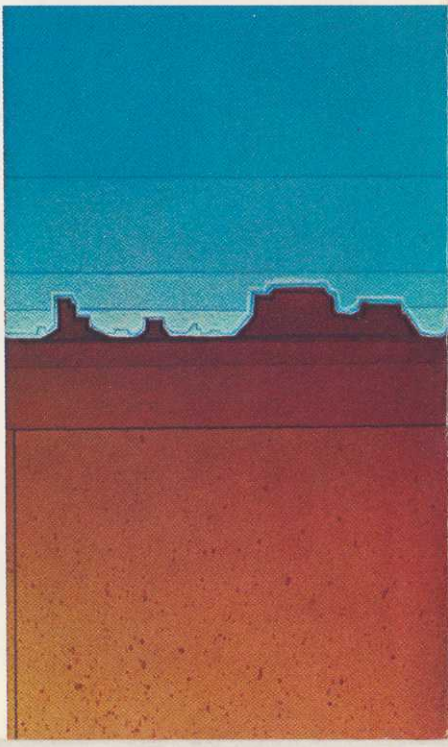
CONSOLE CONTROLS

GAME SELECT/GAME LEVELS

Press the **GAME SELECT** switch to choose one of three game levels. The game level is indicated by the number of tanks displayed at the bottom of the screen.

DIFFICULTY SWITCHES/ TV TYPE SWITCH

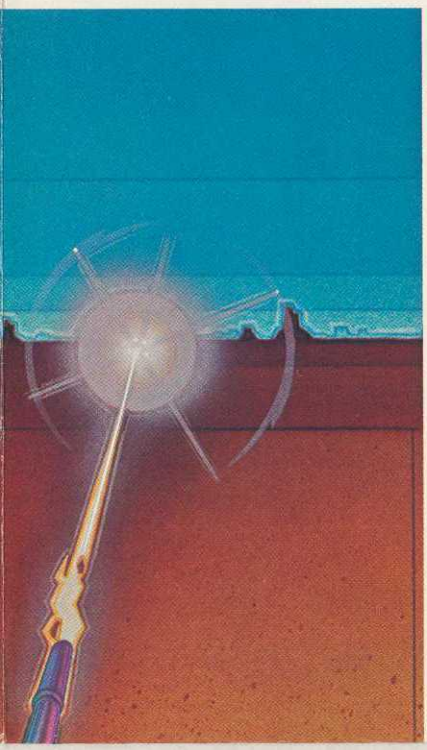
The **DIFFICULTY** switches and **TV TYPE** switch have no function in this game.



GAME NUMBER	SKILL LEVEL
Game 1	Novice
Game 2	Intermediate
Game 3	Advanced

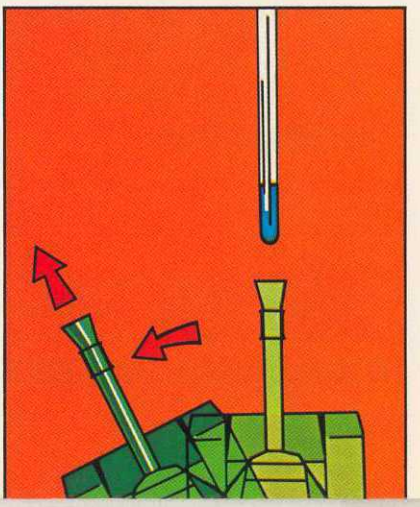
GAME RESET

Press **GAME RESET** or the red button on your controller to start the game.



STRATEGY

- A good way to evade enemy shells is to rotate your tank 45 degrees, then immediately move the tank forward or backward (*see diagram*).
- Listen for the sound of an enemy gun being fired. As soon as you hear a shot, take evasive action. **Do not simply rotate in the same spot.**
- Keep moving after you fire a shot—don't wait to see if the shot hit its mark.
- If a tank is close behind, you can bring it within sight by moving your tank in reverse until the enemy tank appears on the screen. You'll be able to shoot as the enemy tank turns to face you.

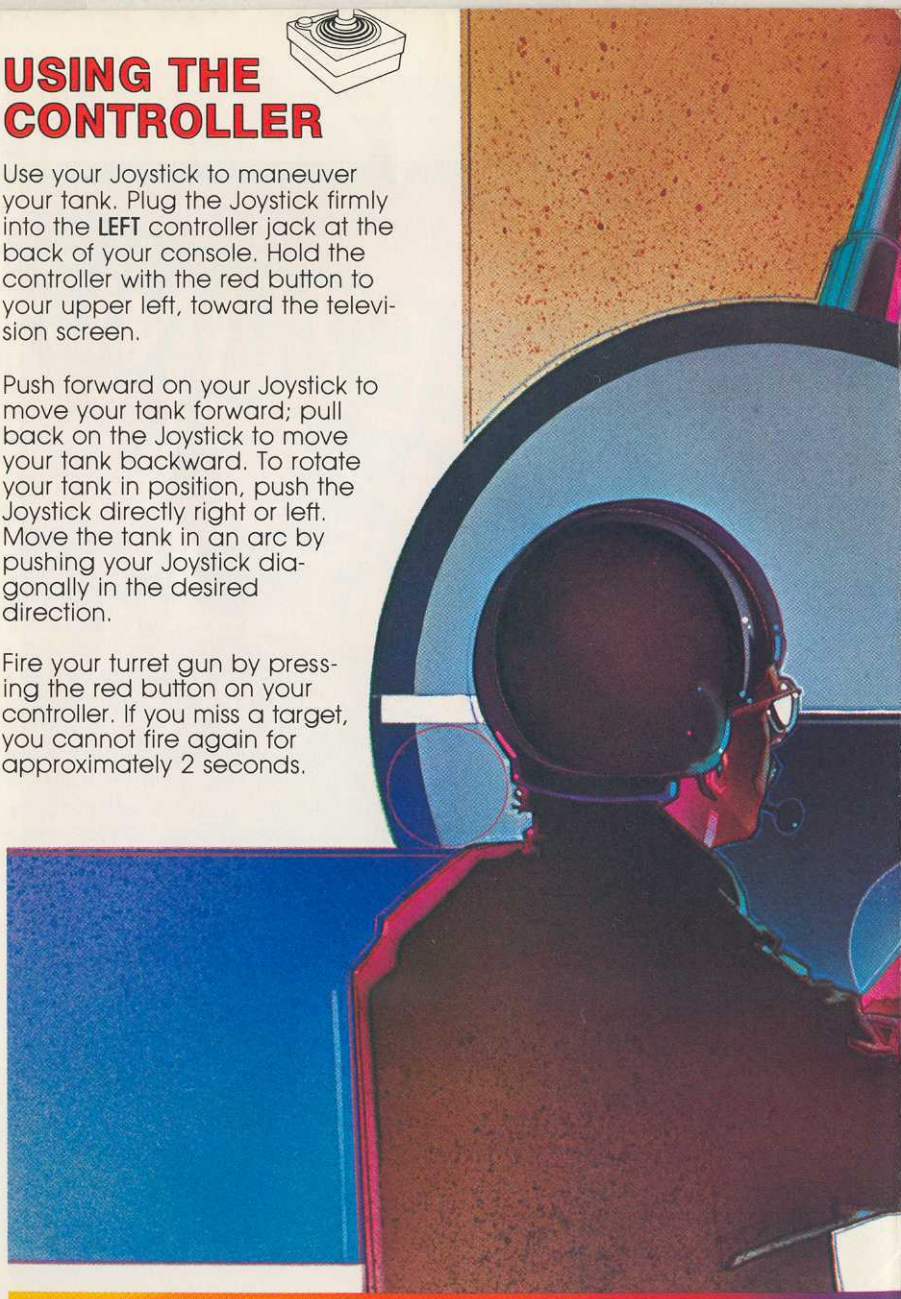


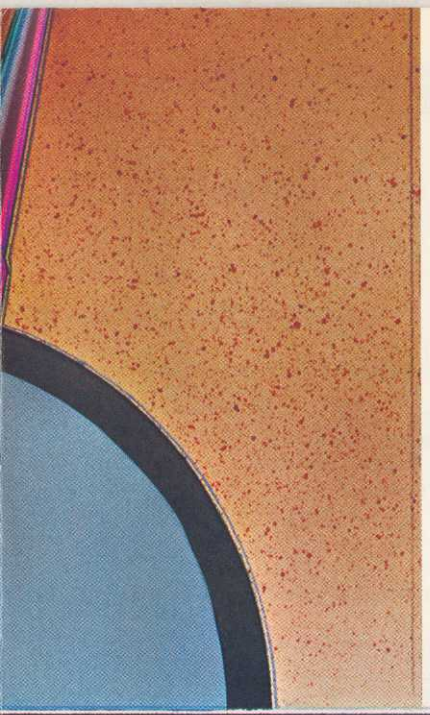
USING THE CONTROLLER

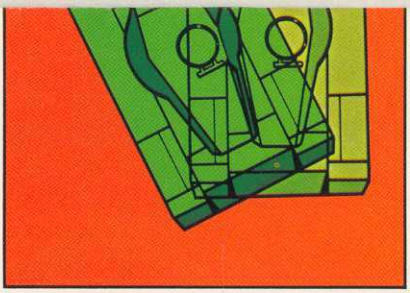
Use your Joystick to maneuver your tank. Plug the Joystick firmly into the **LEFT** controller jack at the back of your console. Hold the controller with the red button to your upper left, toward the television screen.

Push forward on your Joystick to move your tank forward; pull back on the Joystick to move your tank backward. To rotate your tank in position, push the Joystick directly right or left. Move the tank in an arc by pushing your Joystick diagonally in the desired direction.

Fire your turret gun by pressing the red button on your controller. If you miss a target, you cannot fire again for approximately 2 seconds.







- Try to lure one enemy into another enemy's line of fire. For example, by moving your tank to one side, you can move a flying saucer into a shot fired by an enemy tank.
- Don't waste shots, since you can't shoot your turret gun again until the shell either hits an enemy, or disappears from your main screen.

Call toll-free:
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(800) 538-8543 (Continental U.S.)

Atari welcomes your comments. Please address all correspondence to:

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BATTLEZONE

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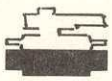

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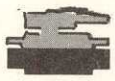

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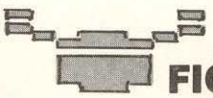

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